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Mario Kart 8 is the eighth installment in the Mario Kart series, where players control characters from the Mario franchise and participate in kart racing on various tracks using items to gain an edge or hinder opponents. The game introduces anti-gravity sections allowing drivers to navigate walls and ceilings. Configuration-wise, the game doesn't require non-default settings to run properly, but it's recommended to use Vulkan with async compile for optimal performance. To play online, you'll need to dump account files from your Wii U and follow a guide available here. For the best experience, keep Cemu at default settings, using Vulkan with async compile. Cemuhook is not necessary for this title, but if you have it, leave everything set to "default". Mario Kart 8 supports native WiiMote usage, which needs to be set as the second, third, fourth, and fifth controller in Cemu's input settings. Enabling MotionPlus may cause issues with wiimotes and nunchucks. To use motion controls via wiimotes, start a cup, access the menu using + on the remote, then change the steering option. In-game, you can switch to motion control steering for WiiMotes from the pause menu. Known issues include missing Mii faces requiring dumped data from your Wii U, broken shadows on the racer select screen and most tracks, and crashing in Bootcamp for Apple users. Mario Kart 8 struggles to complete the checkered flag on some systems. On AMD Radeon Pro 560X-equipped MacBook Pros (2018 models), a flickering issue occurs in 4-player multiplayer, but not in single-player or 2-player modes. Multiple tests were conducted using Cemu emulators: - **Test Results:** | Version | OS | Region | CPU | GPU | Tester | FPS Status | | --- | --- | --- | --- | --- | --- | --- | --- | | 1.11.0 | Windows 10 | USA | Intel Core i7 | NVIDIA GeForce GTX 970m | G30rg3 | Runs Slow emulation, no lighting | | 1.15.19 | Cemu Emulator | N/A | AMD FX 8350 | NVIDIA GeForce GTX 960 | Tsume | Runs | | 1.26.2 | Windows 10 EUR | Intel Core i5 | NVIDIA GeForce GTX 650 Ti | HalfwayOrb | Stuttering, graphic glitches | - **System Performance:** Notable performance issues and graphical problems were observed on various systems: * Slow emulation speed with no lighting * Frequent crashes during loading * Lighting issues (sometimes absent or yellowish) * Graphic glitches * Broken shadows Game performance varies significantly across different systems and configurations. In general, the game runs well on higher-end hardware with Intel Core i7 processors and NVIDIA GeForce GTX 970 or 980 graphics cards, achieving 35-60 frames per second (fps) in various modes. However, lower-end systems with AMD Radeon R9 290 or 390 GPUs struggle to maintain a stable framerate, often dropping below 20 fps. The game's performance is also affected by the system's processor speed, with Intel Core i7 and i5 processors generally performing better than AMD Phenom II and FX processors. Some users experience issues such as missing graphics, weird sounds, or graphical glitches, which can impact gameplay. Additionally, a few players encounter freezing or crashing issues when loading into races or menus. Overall, the game's playability ranges from 10-70%, depending on the specific system configuration. This text provides a detailed breakdown of the performance issues and experiences users have had with different versions of the game across various computer systems and configurations. **Version 1.4.1** * Runs smoothly on Windows 10 EUR, Intel Core i7 4690k, AMD Radeon R9 380, and Nvidia GTX 780. * However, performance is spotty, ranging from 40 to 55 FPS with some stuttering. * On a different system (Windows 10 USA), it runs at 20-30 FPS on Intel Core i7 3610QM, Nvidia GTX 660M. * It also experiences issues on other systems like Pentium G3258, Nvidia GTX 760, and Windows 7 with Intel Core i7 5920k. **Version 1.4.2** * Reports suggest that the game crashes or freezes while loading courses on AMD Radeon R9 380. * However, some users report it runs smoothly at around 30-40 FPS (on Intel 3930k and AMD Radeon R9 270x) or 50-60 FPS (on Intel Core i5 4670K and AMD Radeon R9 390X). * On a different system with an Nvidia GTX 970, the performance is about 45 to 55 FPS. * One user experienced bugged sound effects, characters too dark on selection screens, no videos in cup/mode select, water not transparent, and sky issues. **Version 1.4.2b** * Users report a slight improvement in stability compared to version 1.4.1. * On AMD FX 8320 @ 4.4GHz, it's playable at around 25-60 FPS (Radeon R9 390). * There was also improved performance on Intel Core i7-3720qm with Nvidia GeForce GTX 970m, especially in TT mode. **Version 1.5.0** * This version seems to have greatly improved stability overall. * On AMD FX 8320 @ 4.4GHz and Radeon R9 390, users experience great performance in GP mode (30-40 FPS) and slightly lower FPS on average in TT mode. * The sky issue specific to AMD GPUs is fixed, but minor graphic glitches still persist for some characters/models. USA: Intel Core i5-6600, AMD Radeon R9 380, 4GB; Kopmeister - 30-40 FPS, dips to 20, comes up to 50, then dips. Unplayable in CC races, playable in TT. 1.5.0 Windows 10. EUR: Intel Core i7-4500U, Nvidia Geforce 820M; Simone - 35 FPS. Playable in 1.5.0 Windows 10. USA: Intel Core i5-4690K, Nvidia GTX 780; Sid - 40-50 FPS. Gran Prix playable, Versus and Time Trial at 55-60 FPS. Fewer visual glitches, same sound issues as before. USA: Intel Core i7-4790k @ 4.0GHz, Nvidia Geforce GTX 760, 4GB; BetaAlphaEpsilon - 60 FPS. Playable, except for shader and graphic issues in the last two cups (Leaf and Lightning Cup) and a black screen after credits roll. EUR: Intel Core i7-4710HQ @ 2.5 GHz, Nvidia GeForce GTX 860m, 2GB; anitokyo - 40-55 FPS. Playable, except for some hiccups in gameplay. Emulator can't load all graphical layers, resulting in missing menu text. USA: Intel Core i5-4460 @4.2GHz, AMD R9 390, 1050MHz Core; shadowbrony420 - 40-60 FPS. Playable, except for lack of specular mapping and shading/ shadowing glitches. USA: Intel core i7 4930mx @ 3.2 GHz, Nvidia GTX 880m x2 SLI; Bob justbob2 - 2-42 FPS. Game stops with frame rate drops, then starts again, making it unplayable. EUR: Intel Core i3-3225, AMD Radeon R9 200 series; honzapat (not tested) - playable. EUR: Intel Xeon E3-1230v3, Nvidia GTX 680, 2GB; Eponator - 55 FPS. Playable in Grand Prix mode. USA: Intel Core i7 6700k @ 4.6GHz, Nvidia GTX 980ti; Lagia - 60 FPS. Playable, with some audio glitches, lighting issues, and message boxes failing to display messages. Races have stuttering, but textures are perfect. USA: Intel Core i5 6600k @ 4.5GHz, Nvidia GTX 760; Meron35 - 60 FPS. Playable, except for occasional stutter in FPS and lighting glitches with kart headlights on Toad's Turnpike. Audio is glitchy when new sounds play. **System Requirements Analysis** The provided text appears to be a collection of user-submitted reports regarding the game's performance on various systems and hardware configurations, specifically with different AMD Radeon graphics cards. **Performance Breakdown:** 1. **AMD R7 (JoelTheHyperGamer)**: - Runs when quitting or continuing a course, but crashes. - Title screen loads into an infinite loading screen. 2. **Core i7-4790k, Nvidia GTX 560 TI (SLI), and AMD FX 8320 @ 4.4GHz with R9 390**: - The game runs smoothly at 55-60 frames per second. - Some users experience minor graphic glitches with specific characters/models. 3. **Core i7-4770k, Nvidia GeForce GTX 760**: - Runs smoothly with some texture issues in certain levels. 4. **FX-6300 Six-Core Processor and R9 380**: - The game runs at a lower frame rate of 20-30. - Major lag makes the game slow-mo. 5. **Core i7-4790K @ 4.4GHz, Nvidia GTX 1080**: - Runs smoothly with no drops in FPS and only small frame skips when choosing some options. 6. **Other Systems**: - Various reports of lighting bugs, constant stuttering/lag spikes, long loading times, minor visual glitches, sound issues, and lack of text in certain textboxes. Occasional speed drops and audio glitches on menus were observed, with FPS ranging from 30 to 45. In-game performance was smoother, but complete game freezes occurred every 10-15 seconds, accompanied by uninterrupted audio playback. On Intel Core i7 4710HQ systems with Nvidia GTX 860M, playable time trials were achieved at 40 in-race and 53 in time trial FPS, though there were some lag issues. Races saw a significant FPS drop to 35-45fps, alongside random lag spikes that diminished as the race progressed. Intel Core i5 4460 systems with Nvidia GTX 970 experienced playable performance at 50 FPS, but graphics weren't perfect and audio had issues causing unpleasant sound effects. Loading times were long. On Intel Core i7-6700k systems with NVIDIA GeForce GTX 1080, a stable 45-60 FPS was achieved, though loading times were very long. Some users reported minor stuttering and slowdowns. Intel i7-4790K systems with Nvidia GeForce GTX 1070 had mixed results. The first race experienced significant stuttering and FPS drops below 30, but subsequent races played smoothly at 40-60 FPS. Lastly, a system with Intel Core i5-4590 and Nvidia GTX 960 achieved playable performance at 45-60 FPS, though it occasionally stuttered during loading screens that took over 30 seconds to complete. Dialog boxes failed to display text during these instances. Game is fairly playable, but the FPS (frames per second) is super variable. One second it's stable at 60, then drops to 0, and back up again. It stutters about every 5-10 seconds, especially when entering water or similar situations. The game runs well on some computers, but not others. For example, the Windows 10 USA Intel Core i5-4460 Nvidia GeForce GTX 960 version is unplayable due to its unstable FPS. However, the same operating system with an Intel Xeon E3-1231 V3 and a Nvidia GTX 970 STRIX results in playable performance with some dips during intense moments. In contrast, the Windows 10 EUR Intel Core i5 @ 3.6Ghz Nvidia GTX 650 version plays smoothly at 45-50 FPS. The screen loading times are much faster on this setup compared to others. Some versions, like those running on Windows 10 USA with an Intel Core i7-6700 and a NVIDIA 980ti or an Intel Core i5 3570k and a Nvidia GeForce GTX 760, achieve stable performances at around 60 FPS. However, certain systems experience minor sound glitches, almost imperceptible graphic glitches in most circuits, and slight stutters. Others may have framerate choppy issues, lighting bugs (shadows), or lack of detail. Despite the performance variations, the game's overall performance has improved with newer versions, making it more enjoyable on mid-range PCs. Here's the rewritten text with some minor tweaks for readability: Most users report that the game is playable on their systems, although some experience frame drops and short freezes. Unlock messages and award ceremonies may not load properly in some cases. However, overall, the game runs pretty well. The Intel Core i7 3770 and GTX 960 combo results in a playable experience with almost 60 FPS in every track, except for occasional stuttering from shader cache. In contrast, the Intel Core i5 2.7ghz and GTX 460 combination causes issues, as the game runs fine until it reaches a race mode, which slows down significantly. On the other hand, the AMD RX460 and Intel Core i7 quadcore systems experience some dips in FPS (around 45-55), but choosing the right level can make the game playable. The Intel Core i5 2400 @3.1Ghz and GT720 also provide a relatively smooth experience at around 30 FPS most of the time, with occasional spikes to 60 FPS. However, some users encounter more severe issues, such as crashes on loading for 30-40 seconds, or incurring dips below 30 FPS mid-circuit without graphical glitches. There are also reports of minor texture glitches involving text and text boxes in certain cases. Despite these limitations, many users find the game to be playable, even with some tweaking required. Some notable exceptions include systems that result in unplayable experiences due to crashes or severe performance dips. The performance of the game on various systems has been tested, with results ranging from playable to unplayable. The Intel Core i5-2500K @ 4.2 GHz and Nvidia Geforce GTX 970 combination achieves around 60 FPS, but experiences slowdowns during gameplay, likely due to texture loading. Other combinations include: * Intel Core i3 6100 and Nvidia 1060 3gb, achieving around 55-60 FPS with some stuttering. * AMD FX 8320 @ 4.4GHz and AMD Radeon R9 390, which experiences brief pauses during water transitions and has some minor graphical issues. * Intel Core i5-6600K and GTX 1070, achieving around 55-60 FPS with initial lags when starting races. * AMD A8-5500B APU @ 3.2 GHz and AMD Radeon HD 7560D, which runs at around 30 FPS. * Intel Core i7-920 and Nvidia GTX 970, which achieves around 30 FPS. Some systems experience minor graphical imperfections and occasional slowdowns during loading, but are generally playable. In one instance, the game was able to achieve 100% playability with only slight graphical issues and some slowdowns. The following table summarizes the performance of various PC configurations running the game. The columns include: * Version: The version number of the game being tested * OS: The operating system used for testing (Windows 10) * Region: The region where the testing was done (USA or EUR) * CPU: The processor used for testing * GPU: The graphics card used for testing * Tester: The person who performed the testing * FPS: The average frame rate achieved during testing * Status: A brief description of the game's performance, including any issues or glitches encountered Here are some highlights from the table: * Most testers experienced minor stuttering and framerate issues, but were able to play the game smoothly at high frame rates (50-60 FPS). * Some testers reported frequent stuttering and framerate drops, particularly on lower-end hardware. * The Nvidia GTX 1070 and AMD RX 480 graphics cards performed well, achieving high frame rates with minimal issues. * The Intel Core i7-4770K processor was also well-represented, with most testers reporting smooth performance at high frame rates. * A few testers experienced texture issues or graphical glitches, but these were generally minor and did not affect gameplay significantly. Overall, the table suggests that the game is playable on a wide range of PC configurations, although some users may experience occasional stuttering or framerate drops. The game can run smoothly at 60fps with some minor issues, depending on the hardware configuration used. For example, on an Intel Core i5-6600K @ 3.8GHz with Nvidia GTX 1070, the game is playable with only minor graphical glitches and occasional frame drops. Similarly, an AMD FX-8320 @ 3.5GHz with GTX 1070 Elite can run the game at 45-60fps, but may experience some freezes or slow downs. In other cases, the game may run with missing textures or stutters, but still be playable overall. For instance, on an Intel Core i5-4460 @ 3.20GHz with Nvidia GTX 780 3GB, the game is very playable, but may drop to 50fps occasionally. On a laptop with an Intel Core i7-5500U @ 2.40GHz and Nvidia GTX 850M 4GB, the game runs smoothly at 45-60fps, with some occasional stutters. However, some users have reported more severe issues, such as missing text in textboxes or significant framerate drops. For example, an Intel Core i5 7600K @ 3.8GHz with Nvidia GTX 970 may experience frequent texture glitches and framerate drops during multiplayer mode. Overall, the game's performance can vary greatly depending on the hardware configuration used, but it is generally playable at high speeds. Various system configurations have been tested for their performance in running the game. * A Windows 10 machine with an Intel Core i5 4670k processor, a GTX 750 Ti graphics card, and 2GB of VRAM ran the game smoothly at 55-60 FPS. * Another test on a similar setup but with a different tester reported similar results. * A more powerful machine with a Core i7 4670k processor and a GTX 750 Ti was also able to run the game at 60 FPS. * However, when using split-screen mode, the frame rate dropped to around 50 FPS. * Additional testing on systems with different processors and graphics cards showed varying levels of performance. Different versions of Super Smash Bros. for Wii U were tested on various computers with Intel and AMD processors, along with Nvidia and AMD graphics cards. The results varied across different testers: * **Version 1.9.0c:** This version was playable at 60fps on some machines, but others experienced freezes, frame drops, or missing fonts without using Cemuhook. * **Version 1.9.1:** Some users reported issues with not playing main menu videos and infinite black screens after completing all cups and watching credits. * **Version 1.10:** On Intel Core i7-7700HQ processors, the game was very playable at 60fps but had some graphic bugs that could be fixed by installing Cemuhook. Different testers experienced varying results: * **Ocean_Breeze (AMD RX480):** This machine refused to load the game on any recent drivers due to an issue caused by AMD. * **Simon_Nitzsche (Nvidia GTX 1070):** The game was playable at 60fps, but FPS lag only barely happened. Some graphic issues were also present, especially when using Cemuhook or shared data. Version 1.11 results showed a slightly different picture: * On AMD FX-8350 processors with the R9 390 graphics card, performance was good, but not as stable as earlier versions. * However, some testers experienced stuttering even without the shader cache. As the loading screen finishes, some NPCs might appear (possibly due to more characters present). Apart from that, no visual bugs or glitches, with slight dips in FPS occasionally. The game runs smoothly on Windows 10 Pro EUR with Intel i7-6700K @ 4.0Ghz, MSI GTX 1060 OC 6Gb, and Urashiman. Later, on Windows 10 EUR with Intel i7-7700HQ @ 3.8Ghz, NVIDIA Quadro M1200, and complete shader cache, the game is perfect, with 60 FPS steady, no shader caching issues. It feels like playing on a real Wii U. On another system, using Cemuhook 0.5.6.2., graphic packs at 1080P Res, GX2DrawDone ON, CPU mode: Single-core recompiler, and GPU buffer cache accuracy: High, the game plays smoothly but occasionally hiccups and stutters. Additionally, there's a bug that causes screen lag and repeated sound effects in the Character Sel-Menu. A different system experiences some glitches when loading tracks initially, but after one load, it works fine. An update to 1.11.4b fixed many issues, including the error affecting Mario Party 10. Another system runs perfectly with Cemuhook 0.5.6.2., graphics packs at 2560x1080, and triple core recompiler reducing stuttering. However, running the game on Windows 10 USA with Intel i7-7700HQ @ 2.8 Ghz, Nvidia GeForce GTX 1070 Max-Q, and Cemuhook 0.5.6.3. graphics packs at 3840x2160, cached shaders: 11,530, resulted in some stutters, texture issues, and large frame drops when drifting or with multiple entities on screen. Instead of a 4K graphics pack, I used one that provided slightly higher FPS for me. I also suggest setting low GPU buffer accuracy and precompiling shader cache from the internet. As for my setup, I have Windows 10 on an Intel i7-6700K processor running at 4.6 GHz with an Nvidia GeForce GTX 1080Ti graphics card. My Cemuhook version is 0.5.6.3. I had a good experience overall, with minimal micro-stutter and no graphical issues, except for some stuttering on the first lap of every race. Disabling VSync helped resolve this issue. I also have another setup: Windows 10 on an Intel i7-7820HK processor running at 4.4 GHz with an Nvidia GeForce GTX 1080 (Mobile-Optimus) graphics card. My Cemuhook version is 0.5.6.3, and my CPU mode is single-core recompiler. I had a great experience with minimal micro-stutter. For my third setup, I have Windows 7 on an Intel Core i3-6098P processor running at 3.6 GHz with 8 GB RAM and an Nvidia Geforce GT 710 graphics card. My Cemuhook version is 0.5.6.4, and I had a playable experience. Additionally, I have another setup: Windows 10 on an AMD Ryzen 7 1700 processor running at 3.85 GHz with an AMD Vega 64 LC Limited Edition graphics card. My CPU mode is single-core recompiler, and my Cemuhook version is 0.5.6.3. For the most part, it performs and looks great, but there was some stuttering on "Neo Bowser City" map. Minor framerate drops were observed in some maps, mainly due to reflections and shadows. Item pickups also caused noticeable stuttering issues. However, switching to conventional shaders resolved a crash on startup issue. Multiple users reported playable frame rates, with some achieving perfect 60fps performance in single-player and 40-60fps in multiplay modes. Others experienced framerate drops during local multiplayer or complex races. The use of Cemuhook and specific graphics settings contributed to smoother gameplay. **System Requirements for Mario Kart Games** The performance of various Mario Kart games on different PC configurations has been assessed. **Configurations Tested:** 1. **Intel Core i5-3570K @ 4.20GHz**: This system struggled to maintain a solid 60 FPS, with the CPU consistently at 100% and frame rates being unstable. 2. **Intel Core i3-6098P @ 3.6 GHz**: Using Cemuhook 0.5.6.4, this setup achieved playable performance (10-50 FPS) but showed significant drops in FPS after consecutive races. 3. **Intel Core i3-6100 @ 3.7 GHz**: This configuration ran the game at playable levels (25-60 FPS) with Cemuhook 0.5.6.5 and a GPU buffer cache accuracy set to low. 4. **Intel Core i5-3470 @ 3.20GHz**: This system achieved perfect performance (60 FPS) using Cemuhook, 1600x900 Graphics pack, Single core recompiler, and a Shader Cache. 5. **Intel Core i7-6700K @ 4.00GHz**: Although playable (30-60 FPS), this configuration experienced significant drops in FPS during Grand Prix mode. 6. **Intel Core i5-8400H @ 2.50GHz**: This laptop-based system ran the game at playable levels (30-60 FPS) but would occasionally drop to 30 FPS due to high temperatures and screen activity. **Emulation Performance** Here are some results from various testers using different hardware configurations: * **1.15.3b**: Intel Core i5 3470, Nvidia GTX 1050ti - Perfect (60 FPS) with occasional drops to 59 FPS and minor stutter. * **1.15.4b**: AMD Ryzen 7 2700X, AMD Radeon RX Vega 64 - Perfect (60 FPS) with rare slowdowns. * **1.15.5c**: Intel Core i5 9600k, Nvidia GTX 1060 - Perfect (60 FPS). * **1.15.9c**: Intel Core i7 8086k, Nvidia RTX 2080 - Perfect (60 FPS) with multiplayer working well. * **1.15.10**: Intel Core i5 2500k, Nvidia GTX 1050 - Playable (55-60 FPS) with some slowdowns in singleplayer and splitscreen. * **1.15.19**: Ryzen 7 2700X, Nvidia GTX 1070 x2 - Perfect (60 FPS). * **1.16.0b**: AMD Ryzen 5 2600, AMD RX 460 - Perfect (60 FPS) with native 720p resolution. * **1.16.1**: i5 8600k, AMD RX 570 - Perfect (60 FPS) with Vulkan API and Nintendo Switch Pro Controller for gyro features. These results demonstrate a range of performance levels, from perfect to playable, depending on the specific hardware configuration used. Miis are now able to run without issues, although they still lack eyes. The game is mostly bug-free on various systems. **1.17.1** Played at 4k/60 FPS with no crashes or bugs on Windows 10 USA using an Intel i5-8600K and NVIDIA GTX 1070 Ti. All cups were completed flawlessly in single-core recompiler mode. **1.17.2** On Windows 10 Pro USA, running the game at 5K resolution with shadows set to 300% resulted in minimal slowdowns. Dual and triple core recomplers now function properly as of 1.17.2. **1.18.0c & 1.21.3 & 1.21.4 & 1.22.2 & 1.22.6c & 1.22.13b** All versions had issues with the emulated controller, specifically the Wii U Pro Controller, which caused sudden lag spikes when rumble occurred. **1.18.0c & 1.21.3 & 1.21.4 & 1.22.2 & 1.22.6c & 1.22.13b** Additionally, there were issues with spectating online in all versions mentioned above, resulting in characters freezing and communication errors after 10-20 seconds. **1.22.2** This version, however, was able to run all cups smoothly at 60 FPS in Vulkan mode with a NVIDIA GTX 1080 and maxed graphics packs. **1.21.4 & 1.22.13b** Both versions were able to run without issues when using the Vulkan API and had no problems with playing the game on higher-end hardware. **1.25.6** This version was played on Windows 8.1 Europe, but the FPS and other specifications are not mentioned in the text. Mario Kart 8, a kart racing game, runs smoothly with Vulkan graphics at 1080p and 60 FPS without any errors or glitches. The game is compatible with Cemu, allowing players to use their Wii U account files for online play. For optimal performance, it's recommended to use the Vulkan API with async compile enabled. To set up the game, keep Cemu's settings at default, using auto CPU mode and multi-core recompiler. Graphics should be set to async compile when using Vulkan. Cemuhook is not required but can be used with default settings. WiiMote support is also available, allowing for native usage of wiimotes and nunchucks as the second to fifth controllers. To enable motion controls, start a cup in-game and access the menu using the + button on the remote. Change the steering option to use the wiimote sideways like in Mario Kart Wii. In-game pause menus allow players to adjust settings as needed. Known Issues Mii faces missing You need to dump the Mii data from your Wii U. The title ID is 0005001B-10056000. Broken shadows on the racer select screen and most tracks There are broken shadows on the karts and drivers on the racer select screen and most tracks, more noticeable in darker areas (e.g., under a shadow or starting line) and less noticeable in lighter areas. This issue was tested with a GeForce RTX 3060 laptop GPU & on both OpenGL and Vulkan. Crashing in bootcamp for Apple users BootCampDrivers.com Adrenalin 18.12.3 V3 fixes the issue of not being able to get past the checkered flag, which was tested on 2018 MacBook pro's with AMD Radeon Pro 560X. Flickering issue on 4-player multiplayer There is a flickering issue in the top left and bottom left quadrants during 4-player multiplayer; single-player and 2-player multiplayer are not affected. Runs on Mario Kart TV vary greatly depending on the system specs and version of the emulator used. In the 1.4.0c version, users reported slow performance with some experiencing 60fps on the first screen but only 10fps in-game. Others saw higher frame rates, such as Sebastiangamer's 20-28 fps in time trial mode. However, some users experienced graphical glitches and poor sound quality. Upgrading to the 1.4.1 version brought improvements for many users, with kikidark reporting playable performance on Windows 10 USA Intel Core i5 3320M @ 3.3GHz AMD Radeon HD 7570M. Similarly, Eltopo's system with NVIDIA GeForce GTX 650 achieved 20-30 Runs but experienced slow emulation and graphical issues. Higher-end systems like Intel Core i7 4790k @ 4.5 Ghz NVIDIA GeForce GTX 970 also showed improvement, running at 20-30 Runs with some minor graphical glitches and sound issues. However, users like bobby mcgee reported very slow performance on Windows 8.1 USA Intel Core i5 6600 NVIDIA GeForce GTX 660. Despite these variations, users have found that increasing their system specs can improve performance. For instance, upgrading to the 1.4.1 version and using a more powerful GPU, such as the AMD Radeon R9 390, can lead to smoother gameplay. Users experience various issues with game loading and performance on different hardware configurations running version 1.4.1. * Some users face freezing or crashing during loading screens due to GPU driver issues. * A few users have successfully played the game in menu mode, but encounter problems when loading races. * One user experienced a crash while loading a course with an Intel Core i5-6500 and AMD Radeon R9 380. As for version 1.4.2, some users report playable experiences with frame rates ranging from 45 to 59 FPS on different hardware configurations. * A user running version 1.4.2 experienced issues with the sky and audio. * Another user reported similar problems with the sky but noted that others claimed it only occurred with NVIDIA cards. * One user observed slightly better stability and less stuttering while playing on AMD FX 8320 @ 4.4GHz with an AMD Radeon R9 390. **System Specifications and Performance Results for Mario Kart** #### Version 1.5.0: Windows 7 USA (Intel Core i7-3720QM) * CPU: Intel Core i7-3720QM * GPU: Nvidia GeForce GTX 970M * Tester: Jobenblue * FPS Range: 35-60 The game is playable with other characters, but has a lower average frame rate in Time Trial mode (52-60). #### Version 1.5.0: Windows 7 USA (AMD FX 8320) * CPU: AMD FX 8320 @ 4.4GHz * GPU: AMD Radeon R9 390 * Tester: Darkemaste * FPS Range: 30-50 The game is playable with improved stability overall. Better performance in Grand Prix mode (30-40fps) and approximately 10 less fps on average in Time Trial mode. #### Version 1.5.0: Windows 10 USA (Intel Core i5-6600) * CPU: Intel Core i5-6600 * GPU: AMD Radeon R9 380 4GB * Tester: Kopmeister * FPS Range: 30-40 The game runs at approximately 30-40 frames per second, dipping to 20 and coming back up to 50. Time Trial mode is not playable. #### Version 1.5.0: Windows 10 EUR (Intel Core i7-4500U) * CPU: Intel Core i7-4500U * GPU: Nvidia Geforce 820M * Tester: Simone * FPS Range: 35 The game is playable. #### Version 1.5.0: Windows 10 USA (Intel Core i5 4690K) * CPU: Intel Core i5 4690K 3.9GHz * GPU: Nvidia GTX 780 * Tester: Sid * FPS Range: 40-50 The game is playable in Grand Prix mode with an average frame rate of 40 to 50. Versus and Time Trial modes have an average frame rate of 55. #### Version 1.5.0: Windows 7 USA (Intel Core i7 4790k) * CPU: Intel Core i7 4790k @ 4.0GHz * GPU: Nvidia Geforce GTX 760 4GB * Tester: BetaAlphaEpsilon * FPS Range: 60 The game is playable, but shader and graphic issues primarily occur in the last two cups (Leaf and Lightning Cup). #### Version 1.5.0: Windows 10 EUR (Intel Core i7 4710HQ) * CPU: Intel Core i7 4710HQ @ 2.5 GHz * GPU: Nvidia GeForce GTX 860m 2GB * Tester: anitokyo * FPS Range: 40-55 The game is playable, but has some hiccups during gameplay. The emulator cannot load all graphical layers, and menu text is missing. #### Version 1.5.0: Windows 10 USA (Intel Core i5-4460) * CPU: Intel Core i5-4460 @4.2GHz * GPU: AMD R9 390 1050MHz Core (Driver 16.5.3) * Tester: shadowbrony420 * FPS Range: 40-60 The game is playable, but lacks specular mapping, and has shading and shadowing glitches. #### Version 1.5.0: Windows 10 USA (Intel core i7 4930mx) * CPU: Intel core i7 4930mx @ 3.2 GHz * GPU: Nvidia GTX 880m x2 SLI * Tester: Bob justbob2 * FPS Range: 2-42 The game is not playable due to frequent frame rate drops, causing the game to stop and start again. #### Version 1.5.1: Windows 8.1 EUR (Intel Core i3-3225) * CPU: Intel Core i3-3225 * GPU: AMD Radeon R9 200 series * Tester: honzapat * FPS Range: Playable The game is playable, but has small bugs that cause the game to pause occasionally. #### Version 1.5.1: Windows 10 EUR (Intel Xeon E3-1230v3) * CPU: Intel Xeon E3-1230v3 * GPU: Nvidia GTX 680 2GB * Tester: Eponator * FPS Range: 55 The game is playable in Grand Prix mode. #### Version 1.5.1: Windows 10 USA (Intel Core i7 6700k) * CPU: Intel Core i7 6700k @ 4.6GHz * GPU: Nvidia GTX 980ti * Tester: Lagia * FPS Range: 60 The game is playable, but has audio glitches and incorrect lighting. Racing games often experience stuttering, a problem that's similar to the 1.5.0 release in this regard, but with better audio. #### System Specs and Performance Different users have reported varying performance on their systems: - **Intel Core i5 6600k @ 4.5GHz Nvidia GTX 760 Meron35** (USA): The game is playable with the latest update, which improves FPS significantly and adds 200cc. - **AMD A10-7850K AMD Radeon R7** (JoelTheHyperGamer, USA): Crashes when trying to quit or continue a course. - **Intel G3450 nVidia Geforce GTX 750 Ti** (postscarce, EUR): Loads the title screen but gets stuck on an infinite load screen. - **Intel Core i7-4790k 2x Nvidia GTX 560 TI (SLI)** (Noim, EUR): The game works well, except for glitches in the last racetrack. - **Intel Core i5 6500 Nvidia Geforce GTX 970** (Exus, USA): Experiences lighting issues and stutters in gameplay. - **Intel Core i7-4770k Nvidia GeForce GTX 760** (Mandy Morrison, USA): Sees some texture issues in certain levels. - **AMD FX 8320 @ 4.4GHz AMD Radeon R9 390** (Darkemaste, USA): Enjoys better performance in GP mode and TT mode with minor graphic glitches. - **Intel Core i7-4790K @ 4.4GHz Nvidia GTX 1080** (ThatSoupWasOk, USA): Runs very stably with no FPS drops, except for small frame skips when choosing options. - **Intel Core i5 3320M @ 2.6GHz AMD Radeon HD 7570M** (Hamza, USA): Experiences multiple lighting bugs and stuttering/lag spikes on many courses. - **Intel Core i5 3570 @ 3.4GHz Nvidia Geforce GTX 650 Ti** (Killer4Free, USA): Faces lighting bugs and stuttering issues in the game. #### Common Issues Most users report various forms of glitches and stutters in gameplay, including: * Lighting issues * Audio glitches * Stuttering in gameplay * Frame skips or drops The performance of various systems running AMD Radeon R9 M265X and other graphics cards on different games has been observed. The test results are as follows: * On the game with version 1.5.2, Windows 10 USA, Intel Core i7 3930k @ 4.22 GHz, and an AMD Radeon R9 270x, Nerd86 achieved a frame rate of 30-60 FPS on menus and experienced occasional speed drops / audio glitches. * On the same game version with the same specs but different processors (Intel Core i7 4710HQ), that_90s_guy reached a frame rate of 40 in-race and 53 in time trial. Although races took a big FPS drop, the gameplay was described as playable. * Ashif's results showed that on the game with version 1.5.2, Windows 10 EUR, Intel Core i5 4460 Nvidia GTX 970, he achieved a frame rate of 50 Playable Graphics aren't perfect but are getting better with every patch, in-game audio can be smooth but has issues which make sounds sound unpleasant at times. * truedread's test results on the game version 1.5.2, Windows 10 USA, Intel Core i7-6700k @ 4.5Ghz NVIDIA GeForce GTX 1080 showed that it was playable with a frame rate of 45-60 FPS but loading times were very long and preview videos didn't play. * Frawtarius's results on the game version 1.5.2, Windows 10 EUR, Intel i7-4790K @ 4.4 Ghz Nvidia GeForce GTX 1070 8G showed that the first race started with a lot of stuttering but stabilized quickly and the second race was smoother. * SD456's test results on the game version 1.5.2, Windows 10 USA, Intel Core i7 6700K nVidia GTX 1080 showed that it worked perfectly except for sometimes stuttering and long loading times. These results highlight varying levels of performance across different systems running the same games. Various systems with differing hardware components were used to test the performance of a game in different versions (1.5.2-1.5.5) under Windows operating systems (7, 10). The results showed varied levels of playability, from completely unplayable on Intel i5-4460 Nvidia GeForce GTX 960 configurations (score: N/A), to perfectly playable on high-end systems such as the Intel Core i7 4790k @ 4.5Ghz paired with a Nvidia GTX 980Ti (score: 60). Some systems experienced long loading times, stuttering or freezing, often related to HDD usage, while others had minor audio issues or graphical glitches. The performance improved significantly from version to version, especially in later versions like 1.5.4 and 1.5.5. Several configurations were able to achieve high scores (60), with some users reporting that the game ran "butter smooth" once loaded. Here's a paraphrased version of the provided text: DrCheesyNipples: The game is playable except for some audio issues and stuttering that can drop FPS to 40. (SLI) LC Bluemsc: The game has better performance than DrCheesyNipples, but still experiences some FPS drops. It looks better and runs smoothly in single-player mode. (45-57 Playable) Dumb-Nut: This build is playable, but it's marred by graphical glitches, sound issues, and framerate drops that can hit as low as 16fps in multiplayer. Single-player mode runs at around 60fps. (60 Playable) Olifantje: The game is playable, but it experiences some frame drops and short freezes. Unlock messages and award ceremonies don't load properly. (50 Playable) Mureb: The game runs well in race mode, with almost 60fps on every track except for the usual stutter from shader cache. (55 Playable) N/A: This build is unplayable due to frequent crashes and slow loading times. It's stuck at around 20-30fps. (20-30 Runs) Mambila2001: The game is playable, but it runs at a relatively low framerate of around 25-40fps. Menus run smoothly at 60fps. (25-40 Playable) MLPLoneWolf: Unfortunately, this build is unplayable due to frequent crashes and slow loading times that take up to 30 seconds. It's stuck at around 20-30fps. (Unplayable) Malkierian: The game is playable, but it experiences some minor framerate dips below 30 FPS mid-circuit. There are no graphical glitches. (50 Playable) Passerby1234: This build is playable, but it has some minor texture glitches involving text and text boxes. It runs at around 30fps. (30 Playable) Yusu: The game is playable, with some minor framerate drops that can hit as low as 25-30fps. (25-30 Playable) Itsjusttime: This build is playable, but it needs a bit of tweaking to run smoothly. It experiences some dips in framerate, but most of the time it runs at around 60FPS. (60 Playable) 3D2Y Bandicoot: The game is playable, but it has some long loading times, stuttering, and minor graphic bugs on cars in the selection menu. Sometimes, the reflection is missing on tracks. (53 Playable) Nep-Nep: This build runs well, with some framerate dips that can hit as low as 30fps between laps. (60 with dips to 30fps) Tested versions: 1.5.6, 1.5.6b, 1.6.0, 1.6.1 Operating systems: Windows 10 (USA, EUR), Windows 7 (USA) Processors: Intel Core i3, i5, i7; AMD FX 4350, A8-5500B, FX 6300; Core i3 6100 Graphics cards: Nvidia GTX 960, 970, Geforce GTX 1060, GeForce GTX 760 (oem); AMD Radeon R9 390, HD 7560D Playability: 1.5.6: Easy, playable at 60 FPS with some minor lighting errors and missing text on pop-up menus. 1.5.6b: Playable at 60 FPS with occasional lag spikes when rendering cutscenes; missing texts after GP completion. 1.6.0: Playable at 55-60 FPS with initial lags when starting race for the first time. 1.6.0 (Windows 7): Playable at 45-60 FPS, avoid using vsync when windowed to prevent periodic fps limit to 30fps. 1.6.1: Playable at 50-60 FPS, except for slight graphical imperfections and occasional slowdown during loading. Additional notes: * Micro-stutter occurs in some versions. * Some users experience brief pauses when transferring to water parts or no text in notification boxes. * A few users report minor graphical issues, such as stretched shaders and objects. 10 USA Intel i7 4.0GHz Nvidia Geforce GTX 960 Radiowaste 60 Playable: The cycle-based timer option yielded better results than the host-based timer. 1.6.1 Windows 7 EUR Intel Core i7-2670QM Nvidia GTX 540m Zucar 35 Playable: The system performed well, achieving a playable frame rate. 1.6.1 Windows 7 USA AMD FX 8320 @ 4.4GHz AMD Radeon R9 390 Darkemaste 50-60 Playable: Grand Prix mode saw a significant improvement in performance, with minor graphic glitches present. 1.6.2 Windows 10 USA AMD A8 5500 @ 3.2GHz AMD Radeon HD 7560D ReaperDeath 25-60 Playable: The system ran smoothly, with frame rates ranging from 25 to 40, and up to 50 when replaying a stage. 1.6.2 Windows 7 USA AMD FX 8320 @ 4.4GHz AMD Radeon R9 390 Darkemaste 50-60 Playable: